

Player Name

0

CHAIR		1	Warden						
Character Name		Level	Class	Paragon Path		Epic Destiny		Total XP	
Dwarf	Medium	Male		Good					
Race	Size	Age	Gender	Height	Weight	Alignment	Deity	Adventuring Company	RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
2	2		

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
16	AC	10	5				1	

CONDITIONAL BONUSES

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
5	Speed (Squares)	5		

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
16	STR Strength	3	3
20	CON Constitution	5	5
14	DEX Dexterity	2	2
13	INT Intelligence	1	1
14	WIS Wisdom	2	2
13	CHA Charisma	1	1

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
16	FORT	10	5	1				

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
13	REF	10	2				1	

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
13	WILL	10	2	1				

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
12	Passive Insight	10	2

12	Passive Perception	10	2
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 SPECIAL SENSES
Low-light Vision

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Club							
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 5	0	3		2			

ABILITY: Melee Basic Attack - Unarmed							
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 3	0	3					

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES	SURGE VALUE	SURGES/DAY
37	18	9	14	

CURRENT HIT POINTS	CURRENT SURGE USES
13	111

SECOND WIND 1/ENCOUNTER	USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

CURRENT CONDITIONS AND EFFECTS

CURRENT CONDITIONS AND EFFECTS

ACTION POINTS

ACTION POINTS	MILESTONES
	0
	1
	2
	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Dwarven Weapon Proficiency - Proficient with hammers.

Cast-Iron Stomach - +5 bonus to saving throws against poison.

Encumbered Speed - Armor or heavy load doesn't reduce your speed. (Other effects still can.)

Dwarven Resilience - Second wind is minor action.

Stand Your Ground - Can move 1 less when forced to move. Immediate saving throw to avoid being knocked prone.

CLASS / PATH / DESTINY FEATURES

Font of Life - At the start of your turn, roll a saving throw

Guardian Might - Choose a Guardian Might option

Earthstrength - Add Con mod to AC instead of Dex or Int. When you use second wind, add your Con mod to AC.

Nature's Wrath - On your turn, you can mark each adjacent enemy as a free action until the end of your next turn

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Club					
DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d6+3	3				

1d6+3	3				
ABILITY: Melee Basic Attack - Unarmed					
DAMAGE	ABIL	FEAT	ENH	MISC	MISC

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
5	vs AC	Club	1d6+3
3	vs AC	Unarmed (Melee)	1d4+3
2	vs AC	Unarmed (Range)	1d4+2
	vs		

FEATS

Gold Dwarf Pride - +1 to AC and attack rolls if you regain consciousness

SKILLS

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
2	Acrobatics	DEX	2	0	
1	Arcana	INT	1	0	n/a
8	Athletics	STR	3	5	
1	Bluff	CHA	1	0	n/a
1	Diplomacy	CHA	1	0	n/a
4	Dungeoneering	WIS	2	0	n/a 2
12	Endurance	CON	5	5	2
2	Heal	WIS	2	0	n/a
1	History	INT	1	0	n/a
2	Insight	WIS	2	0	n/a
6	Intimidate	CHA	1	5	n/a
7	Nature	WIS	2	5	n/a
2	Perception	WIS	2	0	n/a
1	Religion	INT	1	0	n/a
2	Stealth	DEX	2	0	
1	Streetwise	CHA	1	0	n/a
2	Thievery	DEX	2	0	

LANGUAGES KNOWN

Common, Dwarven

POWER INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

AT-WILL POWERS

Warden's Fury

Warden's Grasp

Earth Shield Strike

Strength of Stone

ENCOUNTER POWERSThunder Ram Assault ☐Form of the Willow Sentinel Attack ☐**DAILY POWERS**Form of the Willow Sentinel ☐**UTILITY POWERS****OTHER EQUIPMENT**

Adventurer's Kit

Club (E)

Light Shield (E)

Flame Retardant -
Aspergers Bear Rug
Throne

COINS AND OTHER WEALTH

Money on hand: 85 gp + 25 + 80

Stored money: 0 gp

Encumbrance: 10 / 160

MAGIC ITEM INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

MAGIC ITEMSWEAPON ☐WEAPON ☐WEAPON ☐WEAPON ☐ARMOR ☐ARMS ☐FEET ☐HANDS ☐HEAD ☐NECK ☐RINGS ☐RING ☐WAIST ☐**Daily Item Powers Per Day**Heroic (1-10) ☐ Milestone ☐ / ☐ / ☐ / ☐Paragon (11-20) ☐ Milestone ☐ / ☐ / ☐ / ☐Epic (21-30) ☐ Milestone ☐ / ☐ / ☐ / ☐**RITUALS / ALCHEMY**

CHARACTER NAME CHAIR		
PLAYER NAME		
RACE Dwarf	CLASS Warden	LEVEL 1
HP 37	STR 16	AC 16
Spd 5	CON 20	Fort 16
Init +2	DEX 14	Ref 13
	INT 13	Will 13
	WIS 14	
	CHA 13	
12	Passive Insight	12
		Passive Perception
PLAY DATA		

Form of the Willow Sentinel		
KEYWORDS Polymorph, Primal		USED
Minor	↓	Personal
ACTION	←	RANGE
5	vs	AC
ATTACK	DEFENSE	TARGET
Effect: You assume the guardian form of the willow sentinel until the end of the encounter. While you are in this form, you can negate being pulled, pushed, or slid. In addition, any ally gains a +2 power bonus to Fortitude while adjacent to you. Special: Once during this encounter, you can use the Form of the Willow Sentinel Attack power while you are in this form.		
ADDITIONAL EFFECTS		
CLASS Warden	LEVEL 1	BOOK PH2
DAILY POWER		

Form of the Willow Sentinel Attack		
KEYWORDS Polymorph, Primal, Weapon		USED
Imm Intern	↓	Melee 1
ACTION	←	RANGE
5	vs	AC
ATTACK	DEFENSE	TARGET
Requirement: The Form of the Willow Sentinel power must be active to use this power. Trigger: An enemy adjacent to you makes an attack roll against your ally Attack: Strength vs. AC Hit: 1[W] + Strength modifier (+3) damage, and the target takes a -4 penalty to the triggering attack roll. Miss: Half damage, and the target takes a -2 penalty to the triggering attack roll. Club: +5 attack, 1d6+3 damage		
ADDITIONAL EFFECTS		
CLASS	LEVEL	BOOK
ENCOUNTER POWER		

Warden's Fury		
KEYWORDS Primal, Weapon		USED
Imm Intern	↓	Melee weapon
ACTION	←	RANGE
5	vs	Fort
ATTACK	DEFENSE	TARGET
Trigger: An enemy marked by you makes an attack that does not include you as a target Attack: Strength vs. Fortitude Hit: 1[W] + Strength modifier (+3) damage, and the target grants combat advantage to you and your allies until the end of your next turn. Level 21: 2[W] + Strength modifier (+3) damage. Club: +5 attack, 1d6+3 damage		
ADDITIONAL EFFECTS		
CLASS Warden	LEVEL	BOOK PH2
AT-WILL POWER		

Warden's Grasp		
KEYWORDS Primal		USED
Imm React	↓	Close burst 5
ACTION	5	RANGE
5	vs	AC
ATTACK	DEFENSE	TARGET
Trigger: An enemy marked by you that is within 5 squares of you makes an attack that does not include you as a target Effect: You slide the target 1 square. The target is slowed and cannot shift until the end of its turn.		
ADDITIONAL EFFECTS		
CLASS Warden	LEVEL	BOOK PH2

Earth Shield Strike		
KEYWORDS Primal, Weapon		USED
Standard	↓	Melee weapon
ACTION	←	RANGE
5	vs	AC
ATTACK	DEFENSE	TARGET
Attack: Strength vs. AC Hit: 1[W] + Strength modifier (+3) damage, and you gain a +1 power bonus to AC until the end of your next turn. Level 21: 2[W] + Strength modifier (+3) damage. Club: +5 attack, 1d6+3 damage		
ADDITIONAL EFFECTS		
CLASS Warden	LEVEL 1	BOOK PH2
AT-WILL POWER		

Thunder Ram Assault		
KEYWORDS Primal, Thunder, Weapon		USED
Standard	↓	Melee weapon
ACTION	←	RANGE
5	vs	AC
ATTACK	DEFENSE	TARGET
Hit: 1[W] + Strength modifier (+3) thunder damage. Make a secondary attack that is a close blast 3. Earthstrength: You also push the primary target a number of squares equal to your Constitution modifier (+5). Secondary Target: Each creature in blast Secondary Attack: Strength vs. Fortitude Hit: 1d6 thunder damage, and you push the secondary target 1 square. Club: +5 attack, 1d6+3 damage		
ADDITIONAL EFFECTS		
CLASS Warden	LEVEL 1	BOOK PH2
ENCOUNTER POWER		

Strength of Stone		
KEYWORDS Primal, Weapon		USED
Standard	↓	Melee weapon
ACTION	←	RANGE
5	vs	AC
ATTACK	DEFENSE	TARGET
Attack: Strength vs. AC Hit: 1[W] + Strength modifier (+3) damage, and you gain temporary hit points equal to your Constitution modifier (+5). Level 21: 2[W] + Strength modifier (+3) damage. Club: +5 attack, 1d6+3 damage		
ADDITIONAL EFFECTS		
CLASS Warden	LEVEL 1	BOOK PH2
AT-WILL POWER		

Second Wind		
KEYWORDS		USED
Minor	↓	Personal
ACTION	←	RANGE
5	vs	AC
ATTACK	DEFENSE	TARGET
Effect: You spend a healing surge and regain 9 hit points. You gain a +2 bonus to all defenses until the start of your next turn.		
ADDITIONAL EFFECTS		
Second wind is a minor action for dwarves.		
CLASS	LEVEL	BOOK
ENCOUNTER ACTION		